REMARKS

Claims 1-5, 8-10, 13-17, 20-22, 25-29 and 32-34 are pending in this application. By this Amendment, claims 8, 9, 20, 21, 32 and 33 are amended, and claims 11, 12, 23, 24 and 35-42 are canceled without prejudice to or disclaimer of the subject matter recited therein.

The courtesies extended to Applicant's representative by Examiner Cao at the interview held August 29, 2006, are appreciated. The reasons presented at the interview as warranting favorable action are incorporated into the remarks below and constitute Applicant's record of the interview.

The Office Action rejects claims 1-5, 8-17, 20-29 and 32-42 under 35 U.S.C. §103(a) over U.S. Patent No. 6,067,096 to Nagle in view of the "Collision Detection and Response for Computer Animation" to Moore et al. (Moore) and further in view of "Centipede" video game by Atari Corporation (Atari). The rejection of canceled claims 11, 12, 23, 24, 35-42 is moot. The rejection of the remaining claims is respectfully traversed.

Independent claims 8, 20 and 32 are amended to incorporate the subject matter of canceled claims 11, 23 and 35, respectively, and further amended to recite generating a connecting motion based on interpolation of the motion generated by the physical simulation and the motion played based on the pre-stored motion data. Independent claims 9, 21 and 33 are amended to incorporate the subject matter of canceled claims 12, 24 and 36, and further amended to also recite generating a connecting motion based on interpolation of the motion generated by the physical simulation and the motion played based on the pre-stored motion data. The generation of the connecting motion from interpolation is supported in the specification at, for example, page 27, line 20-page 28, line 2 and shown in Fig. 11.

The Office Action admits that Nagle and Atari do not teach or suggest the connecting motion, but asserts that Moore overcomes this deficiency. However, as discussed during the interview, Moore teaches connections for transferring a force form one object to another and

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does not teach or suggest a _connecting motion_ that connects the motion played based on the pre-stored motion data with the motion generated by the physical simulation, as recited in claims 8, 20 and 32, or a _connecting motion_ that connects the motion generated by the physical simulation with the motion played based on the pre-stored motion data, as recited in claims 9, 21 and 33. Moreover, Moore does not teach or suggest that the connecting motion is generated from interpolation of the motion generated by the physical simulation and the motion played based on the pre-stored motion data, as recited in claims 8, 9, 20, 21, 32 and 33.
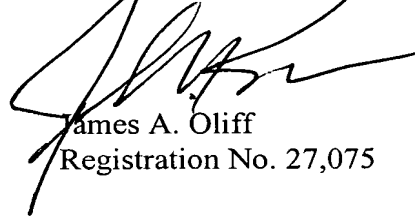
Therefore, even combined, Nagle, Moore and Atari fail to teach or suggest each and every feature of independent claims 8, 9, 20, 21, 32 and 33. Thus, claims 8, 9, 20, 21, 32 and 33 are patentable over the applied references.

Claims 1-5, 10, 13-17, 22, 25-29 and 34 are patentable at least for the dependence on their base claims, as well as for the additional features they recite. Accordingly, withdrawal of the rejection is respectfully requested.

In view of the foregoing, it is respectfully submitted that this application is in condition for allowance. Favorable reconsideration and prompt allowance of the application are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in even better condition for allowance, the Examiner is invited to contact the undersigned at the telephone number set forth below.

Respectfully submitted,

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